

1. Getting the Puffle Wild Handbook

- A** The first time the player goes to the puffle wild game map, Puffle Handler appears to give you your handbook

Note: 1st time detection is per login account, not per device.

- B** TBD text bubbles appear for PH to tell you about the map and the handbook

Player taps screen (or forward button) to jump to next text bubble

See “[PW_GameCopy.xlsx](#)” for more information

- C** One of the text bubbles will spawn a Handbook icon to appears on the map with a bouncing yellow arrow to catch the player attention.

After player completes all of the text messages, their final tap prompts PH and text bubble to slide out and the yellow bouncing arrow disappears.



2. Handbook Access

- A** The Handbook icon is always present on the bottom corner of the puffle wild map HUD.
- B** The Handbook icon is also present on the bottom corner HUD of the Outpost room.

Note: The handbook icon does not appear in either of the above locations until the player first goes to the puffle wild map.



Map within Puffle Wild mini-game

A



Outpost room within CP world

B

3A. Handbook Navigation

A Page Turning

- Tap the bottom right curl to go forward one page
- Tap the bottom left curl to go back one page.
- If player is on the last page of the handbook and flips to the next page, go instead to the first page of the handbook.
- If player is on the first page of the handbook and flips to the previous page, go instead to the last page of the handbook.

On mobile, the player can swipe pages forward and back in addition to above functionality.

B Close

To close the handbook, tap/click the X button located on the top right corner or every page.



3B. Handbook Navigation



3 Sections

The handbook is divided into 3 main sections:

1. Map Info
2. Puffle Powerups
3. Wild Puffles

Section Tabs

The handbook includes 3 page flags (tabs) the player can tap to jump to page 1 of that section.

- Each tab should have visual indication of the section it jumps to (color coding and icon)



Selected Tab

The page flag for the section currently displayed should show a "selected" "state."



Section Header

A section header is displayed above the top left page, to indicate to the player which section is currently displayed.



4. Map Info Section

Static images and text that show the player how to travel around the map.

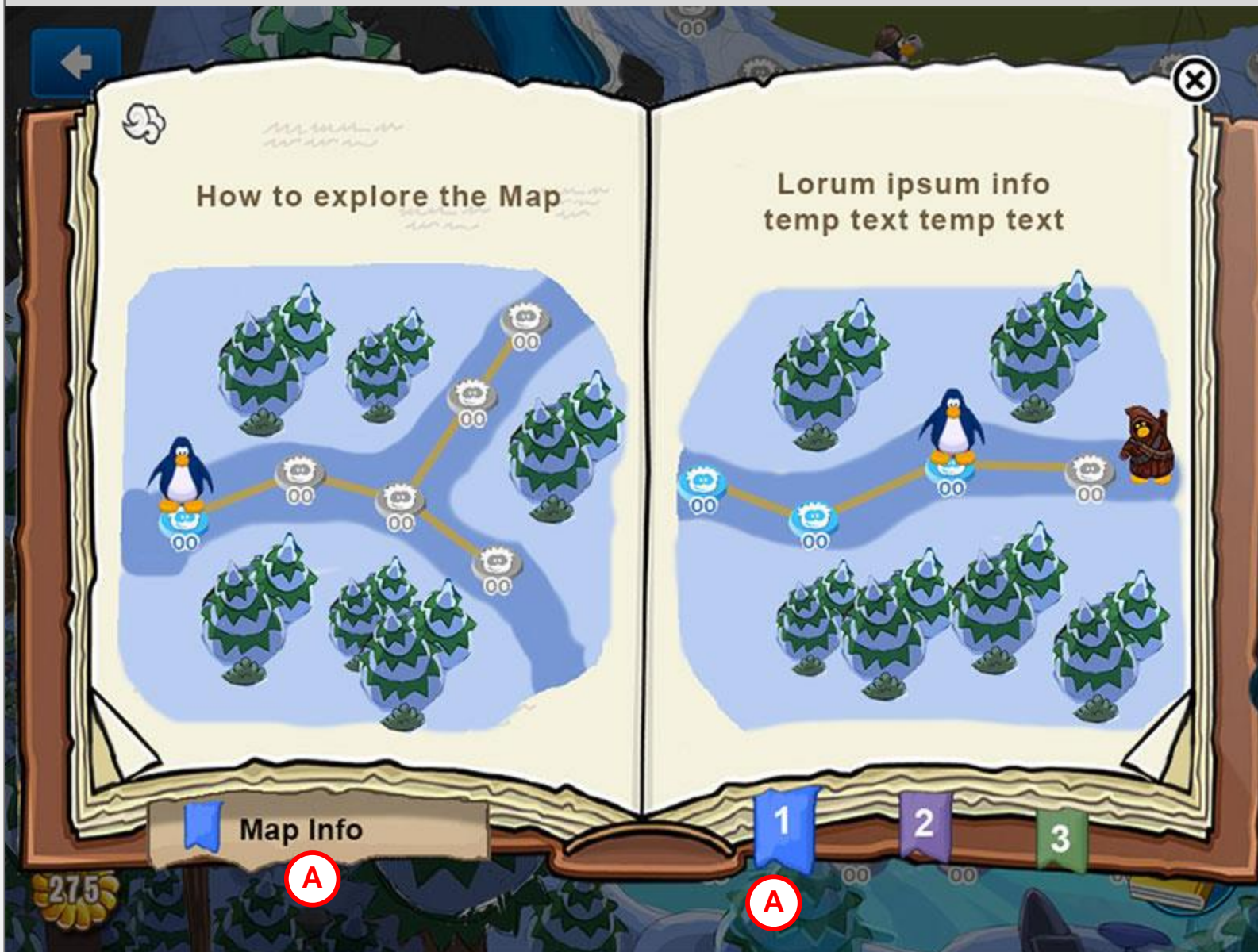
Required pages:

1. How to travel around the map
2. How to unlock levels
3. How to unlock bonus levels
4. Info about new zones
5. *Your friends on map (post launch)*
6. *Send/receive message (post launch)*

Images and text can be static. If possible, looping canned animations would be preferred.

See “PW_GameCopy.xlsx” for more information

- A** The Section header and Selected tab update when the player is in the map section



5. Powerup Pages

Images and text that explain each of the 12 puffle powers available in the match-3 game (1 power per puffle color)

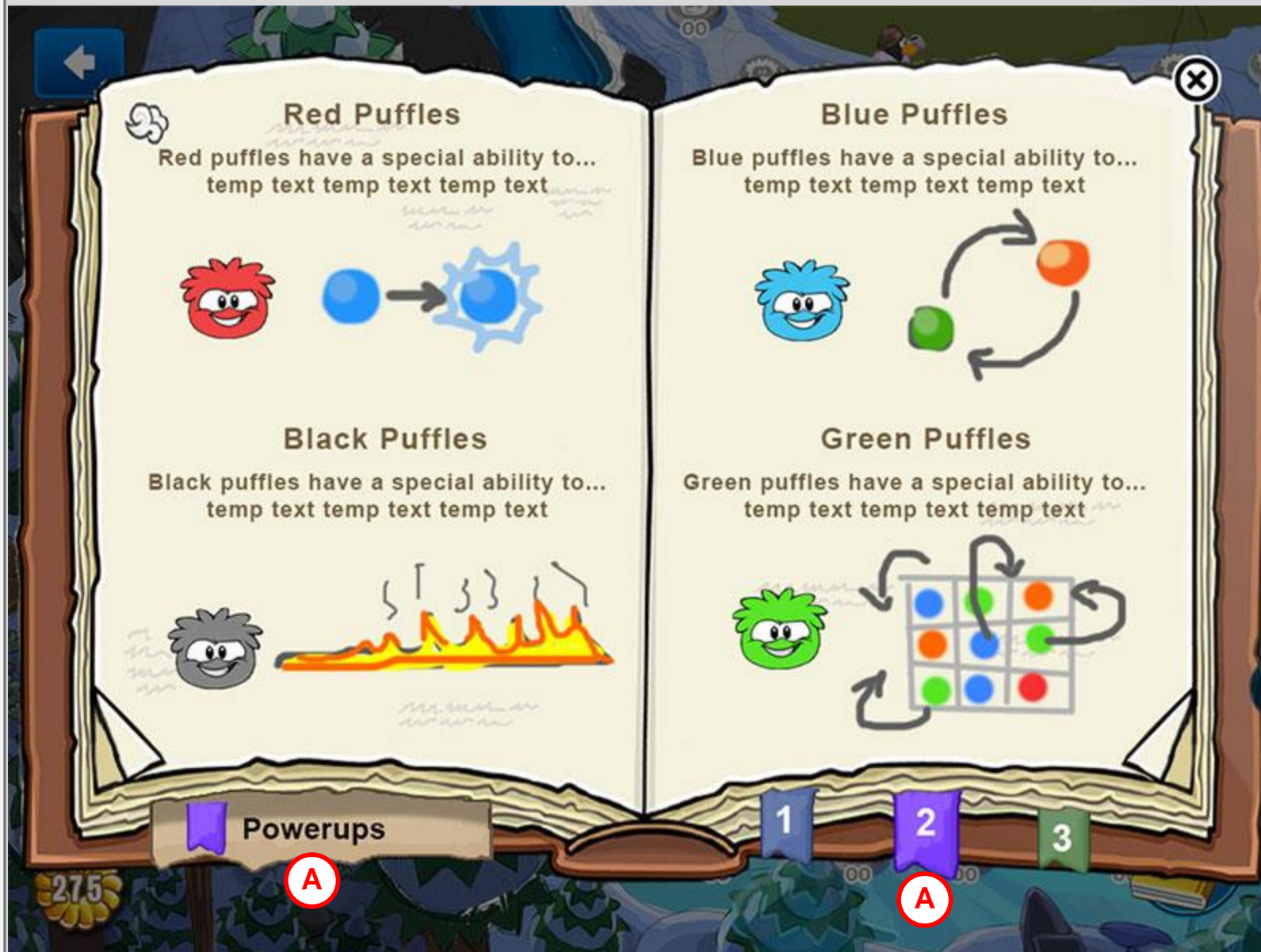
Each power up should be presented with the following:

1. Puffle color header
2. Power up description
3. Image depicting the puffle and the effect it has on the game board

Images and text can be static. If possible, looping canned animations would be preferred.

[See “PW_GameCopy.xlsx” for more information](#)

- A** The Section header and Selected tab update when the player is in the map section



6A. Wild Puffle Pages

Each wild puffle species *released to date* gets its own 2 page spread.

There are 4 wild puffles species planned for launch:

- Cat (Orange, Blue, Black)
- Chipmunk (Green, Red)
- Deer (Brown, Yellow)
- Rabbit (White, Purple, Pink)

Prior to the wild puffle launch, 3 species of dino-puffles will have been released. TBD if these also need to be represented in the handbook.



Sample 2 page spreads for 2 different species



6B. Found/Not Found Page State

Each species 2 page spread has a Found / Not Found page state.

The “Not Found” state is displayed for all species the player has not yet currently found.

The “Not Found” state is updated to the “Found” state after the player finds a first puffle for this species.



Cat Puffle page – Not Found state



Cat Puffle page – Found state

6C. Not Found Page Details

The purpose of the "Not Found" page is to tease the player on what species goes there by showing a ghosted silhouette of the species with some flavorful hints about the puffle.

Clues to how/when to find it may be included here as well.



A "Wild puffle?" header

B Large silhouette of the puffle

C Flavor text

D Custom sketch images (TBD on quantity and location)

See "PW_GameCopy.xlsx" for more information

6D. Found Page Details

The "Found" page shows each wild puffle species and color has been found by the player. The "Found" page also provides some fun visual and text flavor for the species.



- (A) Wild puffle species type
- (B) Large image of the puffle
- (C) Flavor text – section 1
- (D) Flavor text – section 2
- (E) Collected colors for this species. Up to 12 total colors allowed.
- (F) Custom sketch images (TBD on quantity and location)

See [“PW_GameCopy.xlsx”](#) for more information



1. Player wins the bonus level



2. New wild puffle celebration on map



3. (Member only) Name your puffle



4. (Member only) Adoption certificate



5. Handbook automatically opens to the appropriate "Not Found" species page



6. Animation to switch to "Found State"



7. Animation for the found puffle color



8. Final page display

7A. Finding a New Wild

When a player finds a wild species they have never found before, they go through the below flow:

1. Player wins the bonus level that awards the brand new species
2. New wild puffle celebration sequence appears on map
3. (Member only) Name your puffle screen appears. Player inputs puffle name and hits "Adopt" button
4. (Member only) Adoption certificate appears with new puffle name, user name, and date stamp.
5. Handbook automatically opens up and goes to the appropriate "Not Found" species page
6. Page displays an animation to switch to the "Found" state
7. Animation displayed for the found puffle color appearing in bottom right
8. Final page



1. Player wins the bonus level



2. New wild puffle celebration on map



3. (Member only) Name your puffle



4. (Member only) Adoption certificate



5. Handbook automatically opens to the appropriate "Found" species page



6. Animation for the found puffle color



7. Final page display

7B. Finding a New Color

When a player finds a wild species they have already found, but get a new color, they go through the below flow:

1. Player wins the bonus level that awards the brand new species
2. New wild puffle celebration sequence appears on map
3. (Member only) Name your puffle screen appears. Player inputs puffle name and hits "Adopt" button
4. (Member only) Adoption certificate appears with new puffle name, user name, and date stamp.
5. Handbook automatically opens up and goes to the appropriate "Found" species page
6. Animation displayed for the found puffle color appearing in bottom right
7. Final page

If the player finds a wild puffle of a species and color they already have (e.g. a 2nd or 3rd blue cat) the handbook does not open or update.